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"Mobile Wireless Communication Handset With   Confirm No. 5141
            Sound Mixer And Methods Therefor"   Examiner A. Flanders
Atty. Docket No. CS90041   Art Unit 2644

1. (Original) A method for creating a polyphonic audio mix on a handheld mobile wireless communication device having a soundtrack data set file stored thereon, comprising:

entering first reference data for a first soundtrack of the soundtrack data set file into an audio mix data reference file by selecting the first soundtrack,

entering second reference data for a second soundtrack of the soundtrack data set file into the audio mix data reference file by selecting the second soundtrack,

the audio mix data reference file having the first and second reference data representative of a user defined polyphonic audio mix;

storing the audio mix data reference file having the first and second reference data on the handheld mobile wireless communication device separately from the soundtrack data set file.

2. (Original) The method of Claim 1, entering first time data associated with the first reference data into the audio mix data reference file, entering second time data associated with the second reference data into the audio mix data reference file.

3. (Original) The method of Claim 1, entering tempo data associated with the user defined polyphonic audio mix into the audio mix data reference file.

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4. (Original) The method of Claim 1, entering reference soundtrack data into the audio mix data reference file.

5. (Original) The method of Claim 1,

entering the first reference data by selecting the first soundtrack,

entering second reference data by selecting the second soundtrack while the first soundtrack is playing,

playing the second soundtrack with the first soundtrack after selecting the second soundtrack.

6. (Original) The method of Claim 1,

entering the first reference data by selecting the first soundtrack,

entering first effect reference data for a first soundtrack effect of the soundtrack data set file by selecting the first soundtrack effect while the first soundtrack is playing,

playing the first soundtrack effect with the first soundtrack upon selecting the first soundtrack effect.

7. (Original) The method of Claim 1, integrating the audio mix data reference file and the soundtrack data set file into a common audio format file.

8. (Original) The method of Claim 1, irreversibly integrating the audio mix data reference file and the soundtrack data set file into a common audio format file.

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9. (Original) The method of Claim 1, playing the user defined polyphonic audio mix on the handheld mobile wireless communication device by playing the first and second soundtracks of the soundtrack data set file referenced by the first and second reference data in the audio mix data reference file.

10. (Currently Amended) A method for playing a polyphonic audio mix on a handheld mobile wireless communication device having a soundtrack data set file stored thereon, comprising:

playing a first soundtrack of the soundtrack data set file referenced in an audio mix data reference file,

playing a second soundtrack of the soundtrack data set file referenced in the audio mix data reference file,

the audio mix data reference [audio] file devoid of soundtrack data of the soundtrack data set file,

the audio mix data reference [audio] file stored separately from the soundtrack data set file on the handheld mobile wireless communication device.

11. (Original) The method of Claim 10, playing the first and second soundtracks at times specified by the audio mix data reference file.

12. (Original) The method of Claim 10, playing the user defined polyphonic audio mix on the handheld mobile wireless communication device at a tempo specified by the audio mix data reference file.

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13. (Original) The method of Claim 10, irreversibly integrating the audio mix data reference file and the soundtrack data set file into a common audio format file.

14. (Original) A method for a polyphonic audio mix on a handheld mobile wireless communication device having a soundtrack data set file and an audio mix data reference file stored separately thereon, comprising:

integrating the audio mix data reference file and the soundtrack data set file into a common audio format file,

the audio mix data reference file having first and second soundtrack reference data referencing first and second soundtracks of the soundtrack data set file,

the audio mix data reference file devoid of soundtrack data from the soundtrack data set file;

uploading the common audio format file from the handheld mobile wireless communication device.

15. (Original) The method of Claim 14, irreversibly integrating the audio mix data reference file and the soundtrack data set file into the common audio format file.

16. (Original) The method of Claim 14, before integrating, creating the audio mix data by entering first reference data for the first soundtrack into the audio mix data reference file and by entering second reference data for the second soundtrack into the audio mix data reference file.

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17. (Original) The method of Claim 16, entering corresponding time data associated with the first and second reference data into the audio mix data reference file.

18. (Original) A method for a polyphonic audio mix on a handheld mobile wireless communication device, comprising:

selecting a first soundtrack;

playing the first soundtrack upon selecting the first soundtrack;

selecting a second soundtrack while playing the first soundtrack;

playing the second soundtrack upon selecting the second soundtrack while playing the first soundtrack.

19. (Original) The method of Claim 18, a soundtrack data set file including the first and second soundtracks stored on the handheld mobile wireless communication device,

entering first reference data for the first soundtrack of the soundtrack data set file into an audio mix data reference file upon selecting the first soundtrack,

entering second reference data for the second soundtrack of the soundtrack data set file into the audio mix data reference file upon selecting the second soundtrack,

the audio mix data reference file representative of a user defined polyphonic audio mix;

storing the audio mix data reference file on the handheld mobile wireless communication device.

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20. (Original) The method of Claim 19, playing the user defined polyphonic audio mix on the handheld mobile wireless communication device by playing the first and second soundtracks of the soundtrack data set file referenced in the audio mix data reference file.

21. (Original) The method of Claim 18, selecting the first soundtrack from a first plurality of soundtracks perceptible by a user of the handheld mobile wireless communication device, selecting the second soundtrack from a second plurality of soundtracks perceptible by a user of the handheld mobile wireless communication device.

22. (Original) The method of Claim 18, at least one of the soundtracks is a reference soundtrack, selecting the reference soundtrack before selecting a subsequent soundtrack.

23. (Original) The method of Claim 22, selecting at least one subsequent soundtrack after selecting the reference soundtrack while the reference soundtrack is playing, mixing the at least one subsequent soundtrack selected with the reference soundtrack upon selecting the subsequent soundtrack.

24. (Original) The method of Claim 18, selecting the first soundtrack from a plurality of reference soundtracks each having corresponding rhythmic and harmonic characteristics.

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25. (Original) The method of Claim 24, selecting the second soundtrack from a plurality of soundtracks having a corresponding melody.

26. (Original) The method of Claim 18, stopping the playing of the first soundtrack while the first and second soundtracks are playing.

27. (Original) The method of Claim 18, selecting an audio characteristic for at least one of the selected soundtracks while playing the soundtrack for which the audio characteristic is selected, changing the audio characteristic of the selected soundtrack while the soundtrack is playing upon selecting the audio characteristic.

28. (Original) The method of Claim 18, selecting a global audio characteristic common to all selected soundtracks while playing the selected soundtracks for which the global audio characteristic is selected, changing the audio characteristic of all selected soundtracks while the soundtracks are playing upon selecting the global audio characteristic.

29. (Original) The method of Claim 18, selecting the first soundtrack to play for a first time interval, selecting the second soundtrack to play for a second time interval different than the first time interval.

30. (Original) A method for creating a polyphonic audio mix on a handheld mobile wireless communication device, comprising:

    playing a first soundtrack upon selecting the first soundtrack;

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selecting an audio characteristic for the selected first soundtrack while playing the first soundtrack;

playing the selected audio characteristic of the first soundtrack while playing the first soundtrack upon selecting the audio characteristic.

31. (Original) The method of Claim 30, the first soundtrack is a reference soundtrack, selecting the first soundtrack from a plurality of different reference soundtracks, selecting a second soundtrack from a plurality of non-reference soundtracks while the reference soundtrack is playing, playing the second soundtrack upon selecting the second soundtrack while the reference soundtrack is playing.

32. (Original) The method of Claim 31, selecting the second soundtrack from a plurality of musical instrument soundtracks.

33. (Original) The method of Claim 30, stopping the playing of the first soundtrack, stopping the playing of the audio characteristic for the first soundtrack upon stopping the playing of the first soundtrack.

34. (Original) A method for creating a polyphonic audio mix on a handheld mobile wireless communication device, comprising:

selecting a first soundtrack having a first time interval;

selecting a second soundtrack having a second time interval, the second time interval different than the first time interval;

mixing the first and second soundtracks.

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35. (Original) The method of Claim 34, if the time interval of the first and second soundtracks overlaps, selecting the second soundtrack while the first soundtrack is playing and playing the second soundtrack with the first soundtrack upon selection of the second soundtrack.

36. (Original) The method of Claim 34, saving an audio mix reference file corresponding to a polyphonic audio mix, the audio mix reference file referencing the first and second soundtracks stored in a separate file, playing the polyphonic audio mix by referencing the first and second soundtracks with the audio mix reference file.

37. (Original) A method for creating a polyphonic audio mix on a handheld mobile wireless communication device, comprising:

playing a first soundtrack by selecting the soundtrack;

selecting one of a second soundtrack and an audio characteristic of the first soundtrack while playing first soundtrack;

if the second soundtrack is selected, playing the second soundtrack with the first sound upon selecting the second soundtrack without further input by user,

if the audio characteristic is selected, playing the audio characteristic of the first soundtrack upon selecting the audio characteristic while playing the first soundtrack without further input by user.

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